01-T2 - Minecraft Game Mode

Software Test Plan (STP) & Software Test Report (STR)

CS 4850 – Section 03 – Spring 2025, March 30th

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Software Test Plan

How Will the Project Be Tested?

The project will be tested through actively playing the plugin and running through standard player interactions alongside potential unpredicted actions.

Who Will Test What Parts?

The project will be tested with all the members of the team, split upon accessibility. The programming members will test plugin installation and configurability, design will test the playability of the game mode and map creation, while documentation will limit test the performance and playability of the game mode with single and multiple players.

What Aspects Need to Be Tested?

The following aspects need to be tested for the game mode:

- Plugin installation
- Configuration
    - Modifiable values
    - Map setup
- Command functionality
- Parties
    - Party creation
    - Income distribution
- Gamemode startup
- Gameplay
    - Player interactions
    - Tower interactions
    - Mob interactions
    - Round management
- Multiple ongoing games
- Map Creation

Where Will the Software Be Tested?

The software will currently be tested on a local server hosted by one of the designers. Once the product is closer to finalization, it will be hosted on the KSU Minecraft Server to be tested on their architecture and server layout.

Software Test

Requirements	Pass	Fail	Severity
Plugin Installation	✅		
(Configuration) Modifiable values		❌	Low
(Configuration) Map creation	✅		
Command functionality		❌	Low
(Parties) Party creation	✅		
(Parties) Income distribution	✅		
Gamemode startup		❌	High
(Gameplay) Player interactions	✅		
(Gameplay) Tower interactions	✅		
(Gameplay) Mob interactions	✅		
(Gameplay) Round management	✅		
Multiple ongoing games	✅		
Map Creation	✅		

Software Test Report

At the time of submission, March 30th, 2025, this report's testing has found there are some complications that need to be addressed.

Modifiable Values

- Config.yml is not copying into the plugin's config folder.

Command Functionality

- Non-party leaders can start the game.

Gamemode Startup

- Players joining the party past "/gamestart" do not gain tools nor income.
  - They can, however, interact with the mobs and take that income from the main party members (Distribution does not occur)
    - This likely will be a nonissue once hosted on the KSU server as the party is brought to an individual proxy server hosting the game
- Party members disconnecting midgame kills all wave mobs but the game continues.
- Party members actively leaving the party does not redistribute coins nor correctly adjust the income distribution ratios.
  - Technically, if a player leaves the party, the economy does not increase the coin gain,
  - However, if a player joins the party again, it does change the income distributions ratios by another count of +1 player.